

## Claims

- [c1] A method for improving one's golf game using golf clubs, balls, a golf course and golf holes, comprising:
- determining the maximum driving distance of each of the clubs;
  - determining constant yardage, from said maximum driving distance, and the longest par four hole on the course;
  - choosing the club for each hole based on said maximum driving distance, and said constant yardage;
  - renaming the club in a positive manner;
  - positively visualizing hitting the ball with the club; and
  - hitting the ball.
- [c2] A method for improving one's golf game as in claim 1, wherein said maximum driving distance is determined by hitting the ball with each of the golf clubs a minimum of ten times, and calculating the maximum distance driven.
- [c3] A method for improving one's golf game as in claim 1, wherein said constant yardage is obtained by subtracting said maximum driving distance from the longest par four on the course.
- [c4] A method for improving one's golf game as in claim 3, further comprising a method for subtracting said constant yardage from the total distance of each hole on the course.
- [c5] A method for improving one's golf game as in claim 4, wherein the user chooses
- the club by use of said maximum driving distance and the calculations derived from claim 4.
- [c6] A method for improving one's golf game as in claim 1, wherein renaming the golf club in a positive manner allows the user to have a personal and positive outlook to the club, thereby improving their game.
- [c7] A method for improving one's golf game as in claim 1, wherein said visualization further comprises visualizing where the ball should land, visualizing the flight of the ball, and visualizing hitting the ball.

[c8] A method for improving one's golf game as in claim 1, wherein after hitting the ball the user repeats the steps of choosing the club based on maximum driving distance, and constant yardage, and visualizes hitting the ball in a positive manner, and hits the ball for each hit on the course.

[c9] A method for improving one's golf game as in claim 7, wherein after hitting the ball, if the user does not hit said place where the ball should land, the user should continue to hit the ball, using said visualization, until the user hits the ball to the original place visualized where the ball should land.

[c10] A method for improving one's golf game as in claim 9, wherein said method is programmed into a small electronic device to be mounted on a golf cart.

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